

Fig. 1

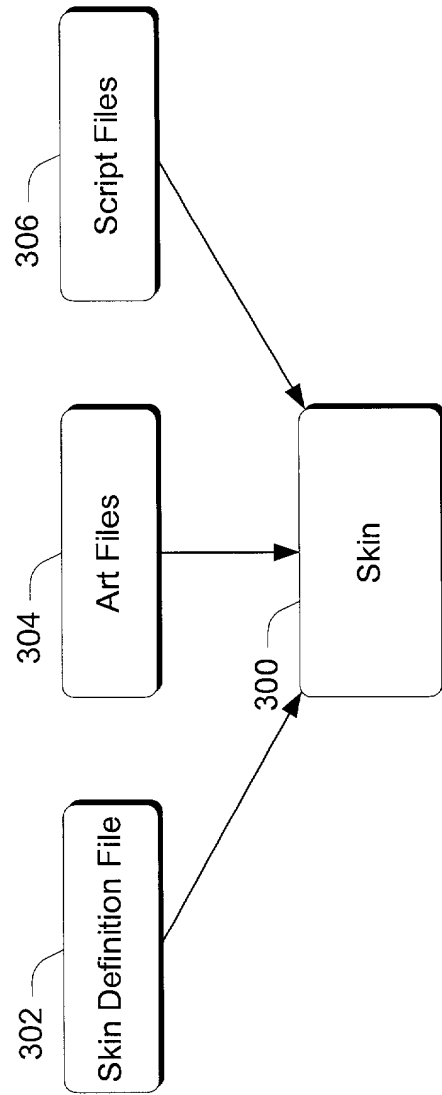
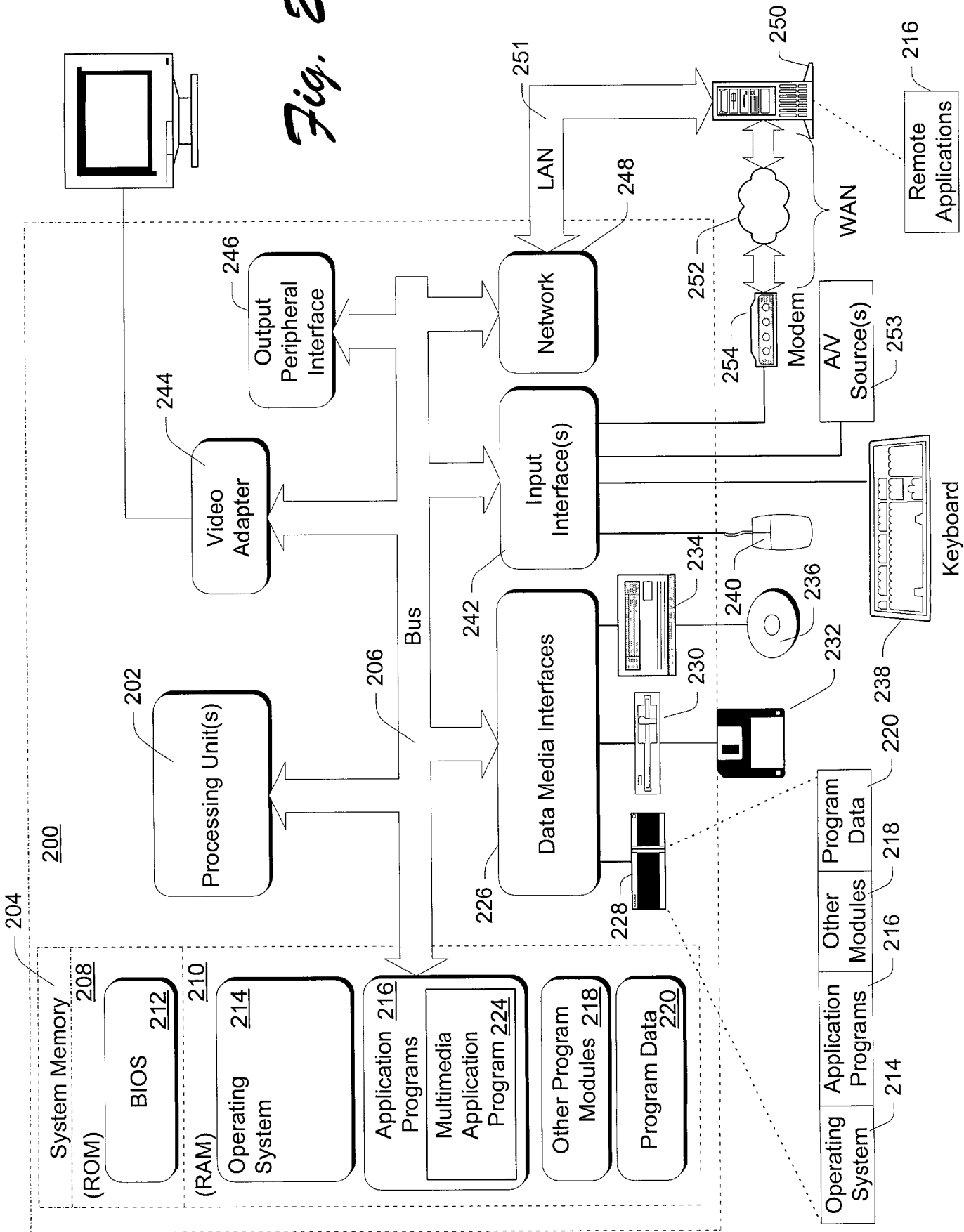


Fig. 3

Fig. 2



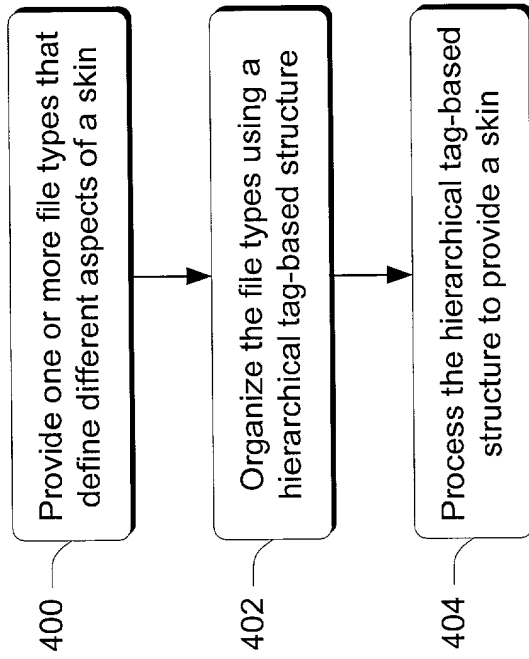
*Fig. 4*

FIG. 5

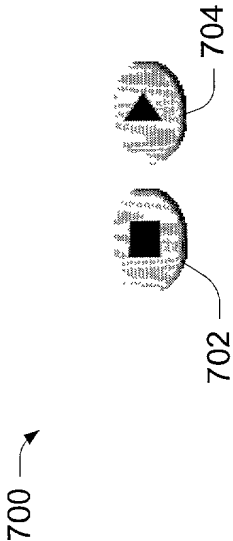


Fig. 5



Fig. 6

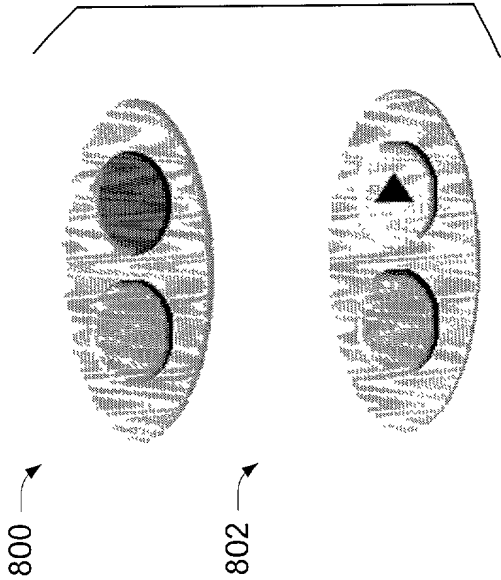


Fig. 7



Fig. 8

1000 →

```
<THEME>
<VIEW
  clippingColor = "#CCCC00"
  backgroundImage = "background.bmp"
  titleBar = "false">
<BUTTONGROUP
  mappingImage = "map.bmp"
  hoverImage = "hover.bmp">
<PLAYELEMENT
  mappingColor = "#00FF00"/>
<STOPELEMENT
  mappingColor = "#FF0000"/>
</BUTTONGROUP>
</VIEW>
</THEME>
```

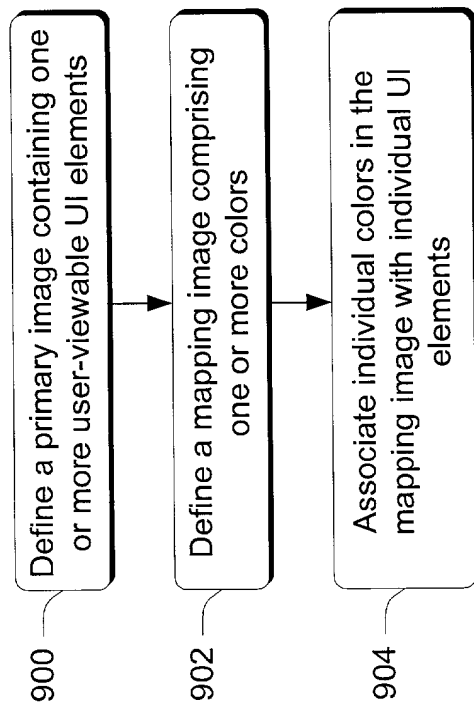
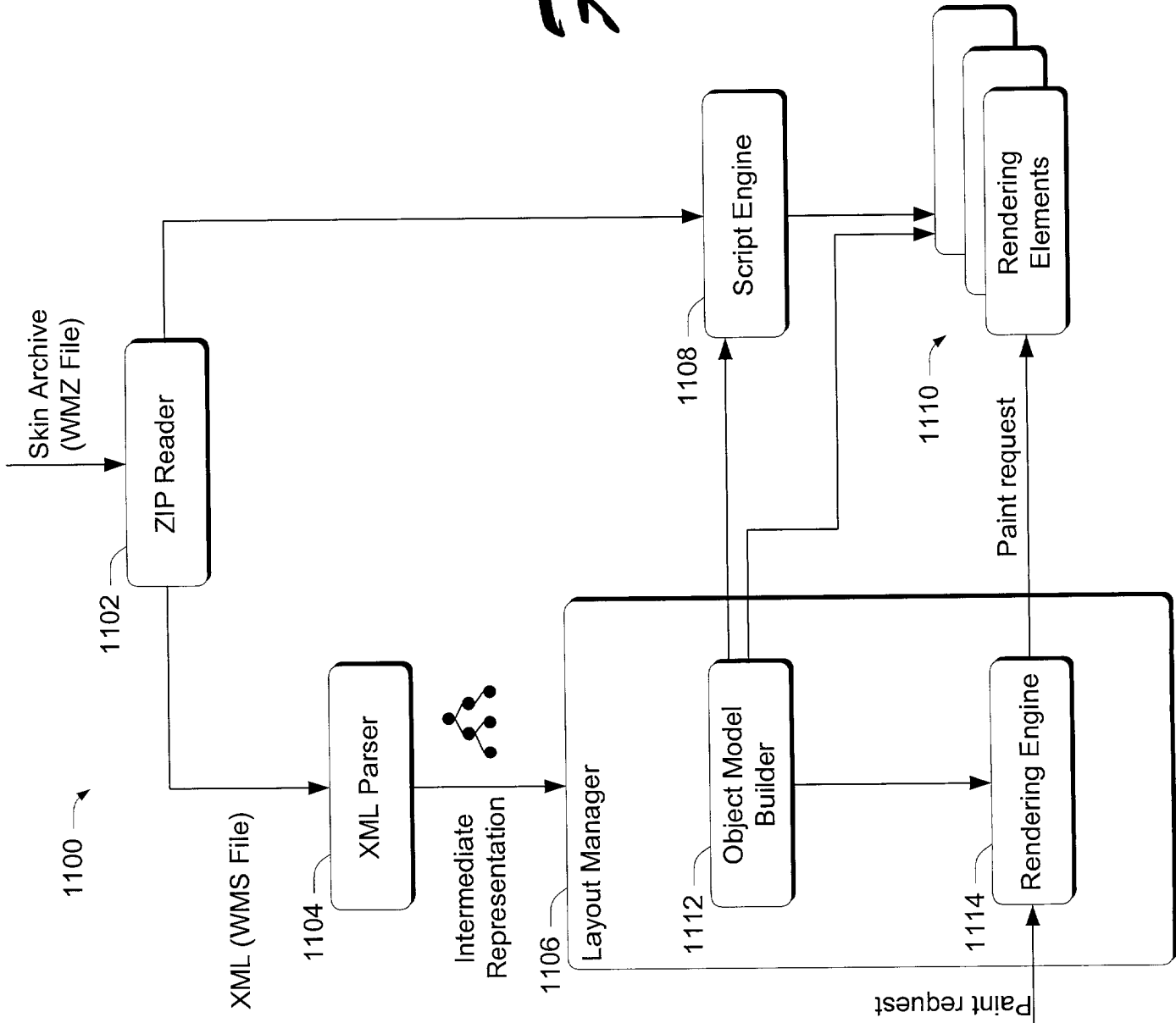


Fig. 9

Fig. 10

Fig. 11



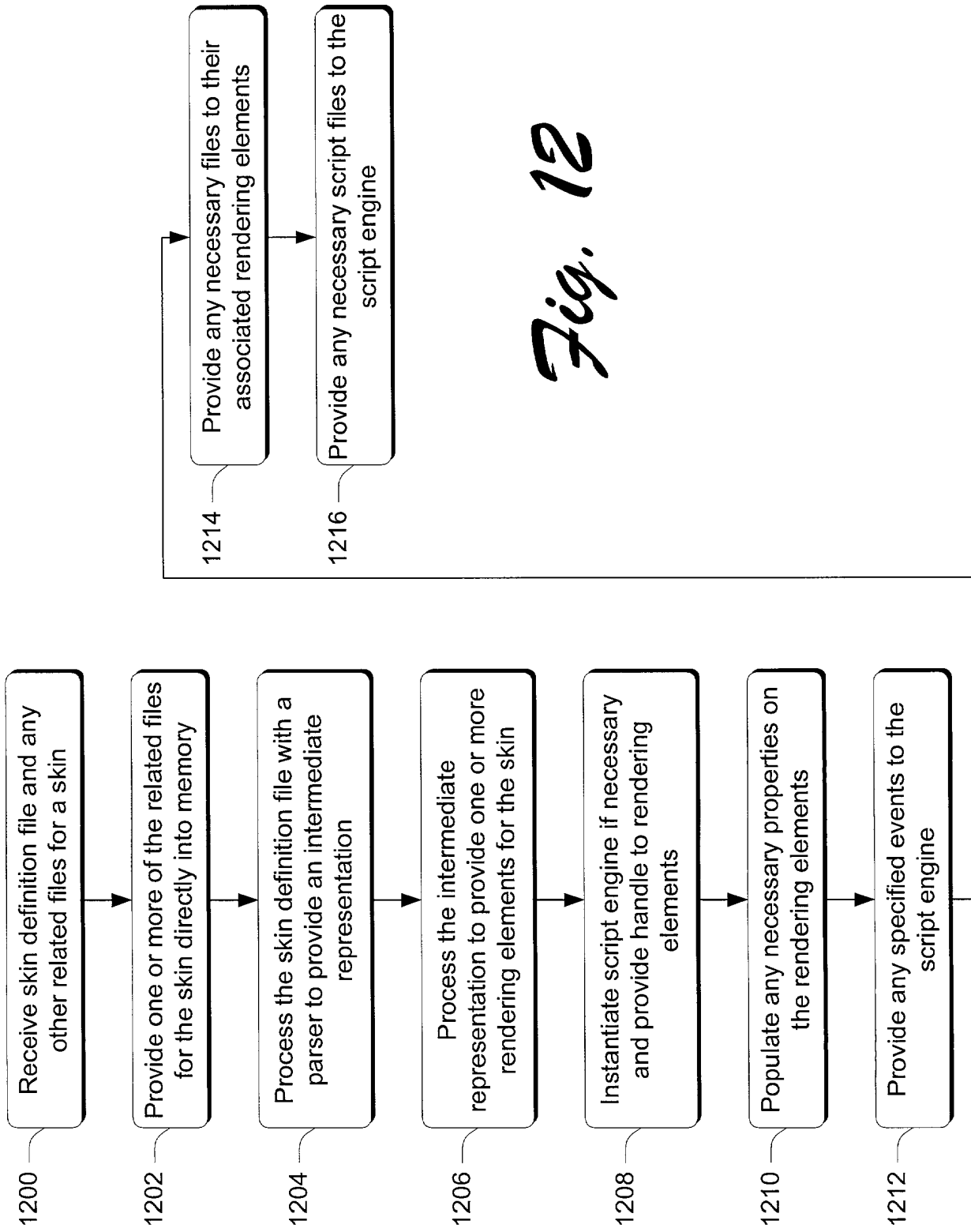
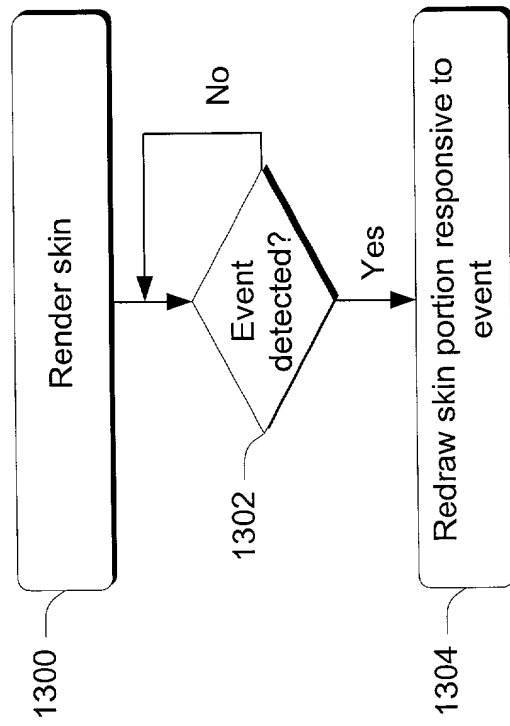


Fig. 12

*Fig. 13*



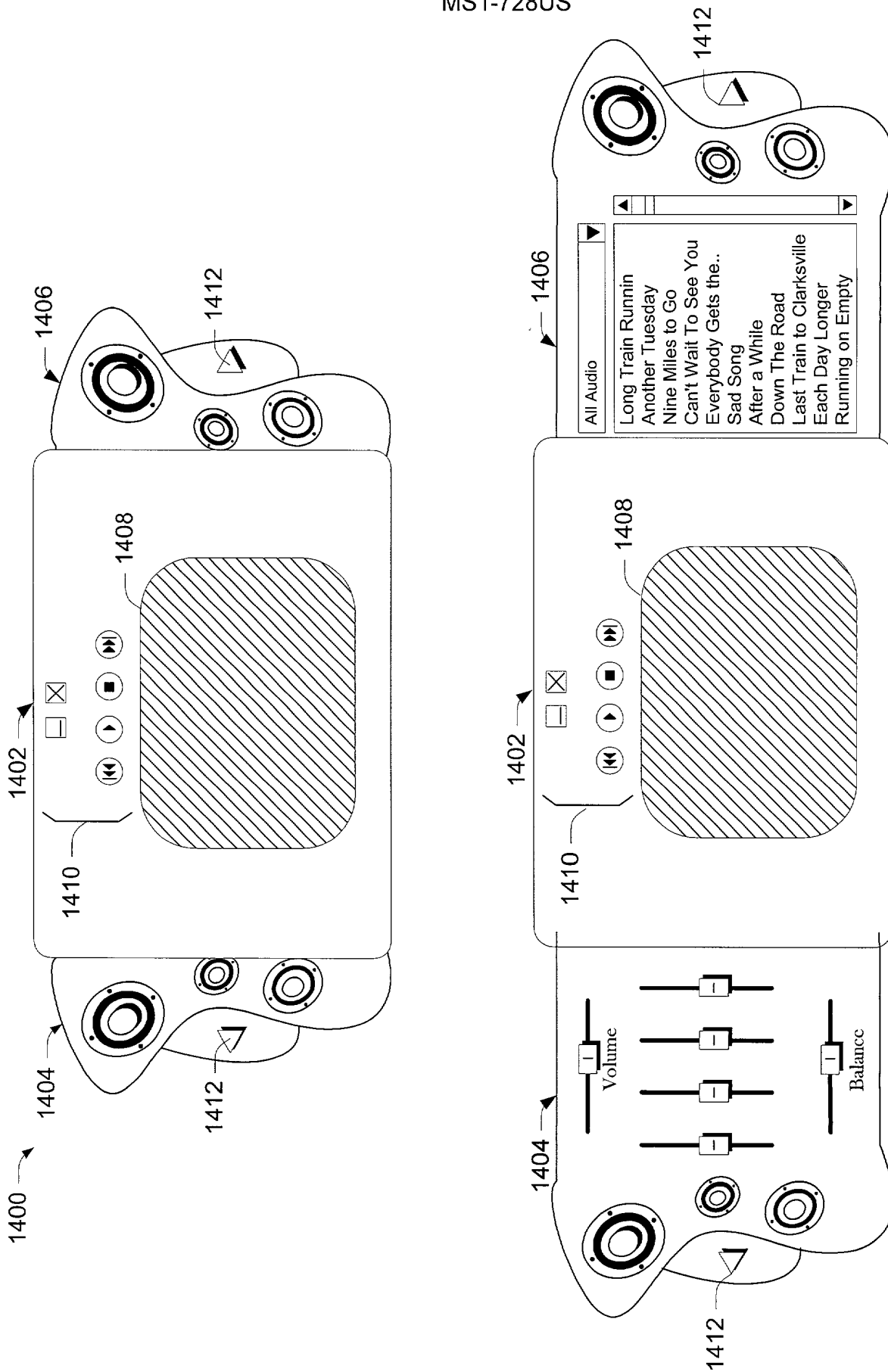


Fig. 14

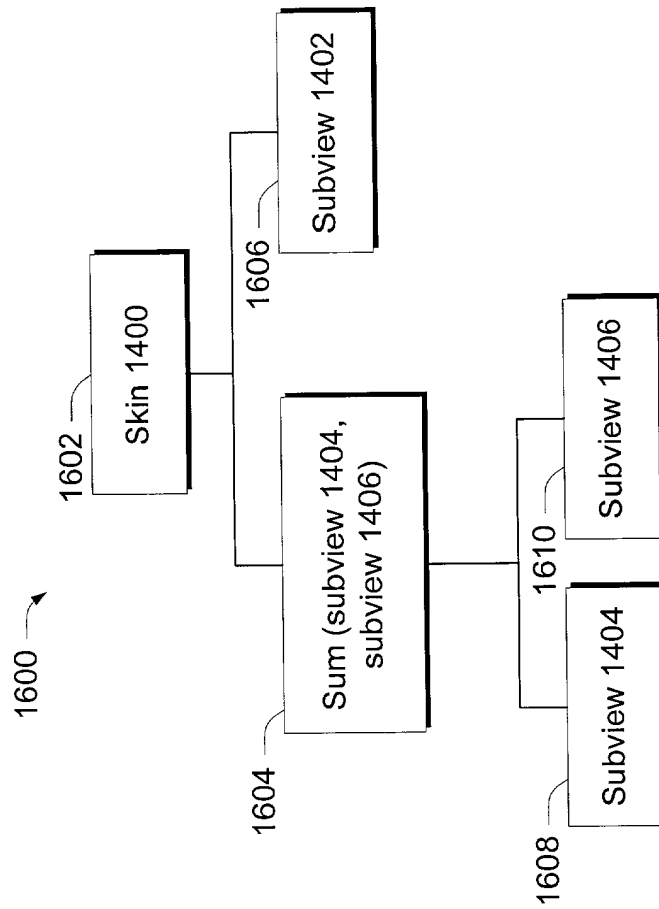


Fig. 16

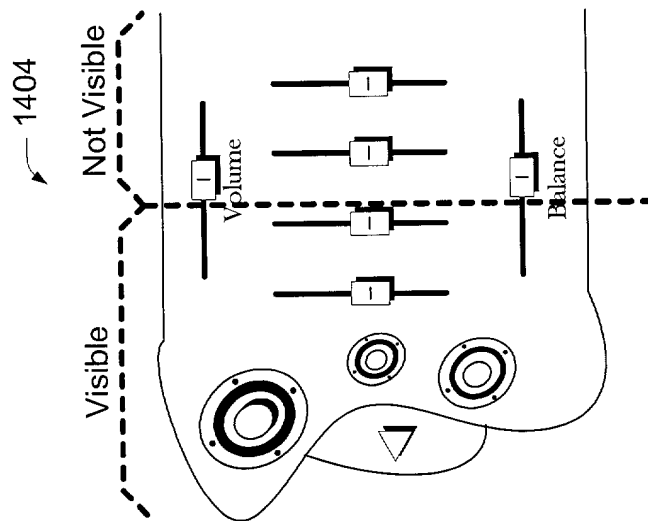


Fig. 15

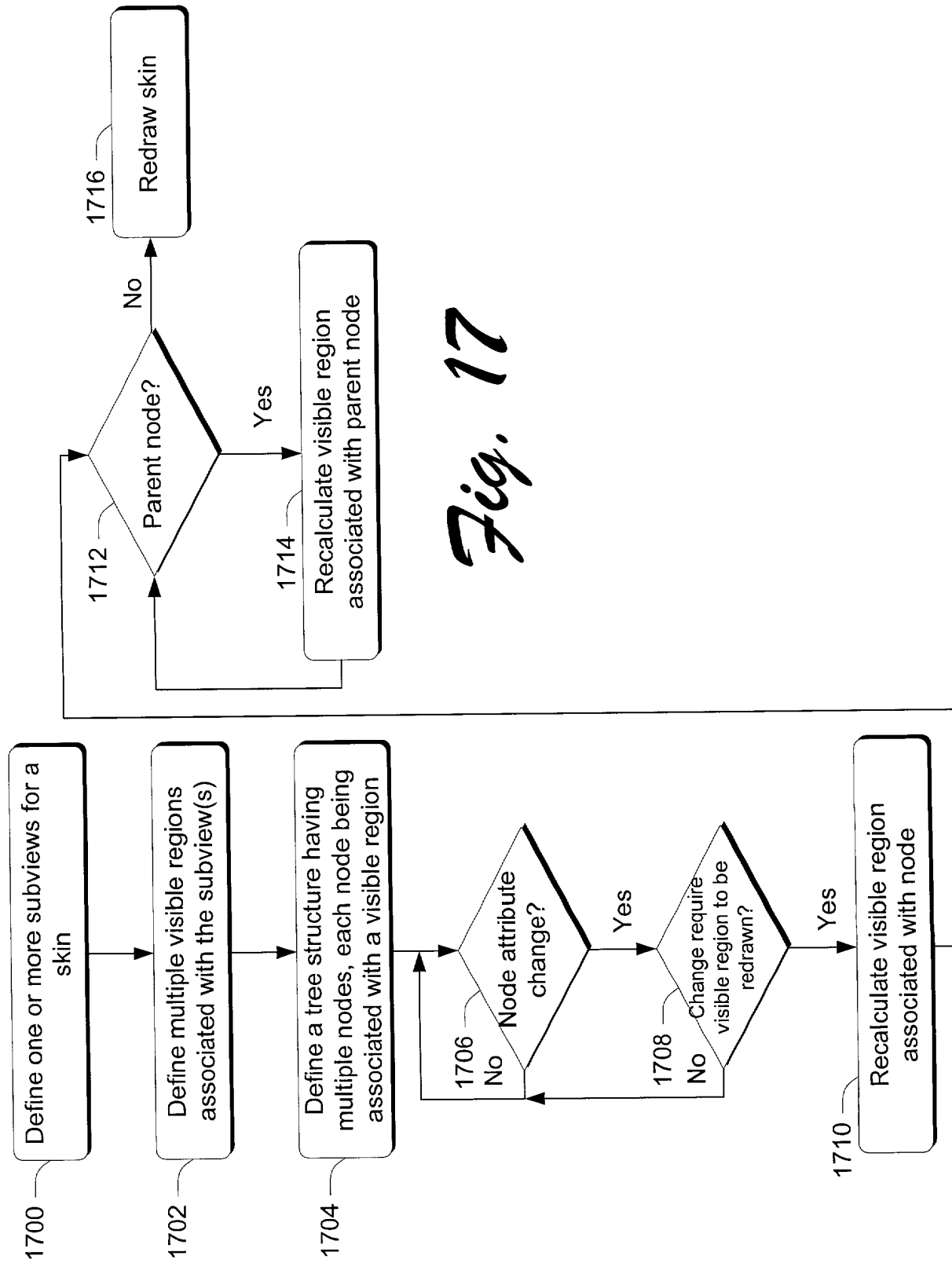


Fig. 17

```
<THEME>
<VIEW>
  <PLAYER>
    <SETTINGS>
      volume_onchange="volumeslider.value = volume;" >
    </SETTINGS>
  </PLAYER>
  <SLIDER>
    id="volumeslider"
    min="0"
    max="100"
    onpositionchange="player.settings.volume = value;" >
  </SLIDER>
</VIEW>
</THEME>
```

Fig. 18

```
<THEME>
<VIEW>
  <SLIDER>
    min="0"
    max="100"
    value="wmpprop:player.settings.volume"
    onpositionchange="player.settings.volume = value;" >
  </SLIDER>
</VIEW>
</THEME>
```

Fig. 19

```
<THEME>
<VIEW>
  <BUTTON
    id=play
    visible="TRUE" />
  <BUTTON
    id=pause
    visible="wmpprop:play.visible" />
</VIEW>
</THEME>
```

Fig. 20

```

<!--
  The following code is a simplified version of the code in the
  previous figure. It is intended to illustrate the basic
  structure of the code.
-->

```

```

skin.wms
<THEME>
<VIEW>
  <PLAYER>
    playstatechange="EnablePlayButton();"
    openstatechange="EnablePlayButton();"
  </PLAYER>
  <PLAYBUTTON
    id="play"
    image="play.bmp"
    disabledimage="play_disabled.bmp"
    onpositionchange="player.settings.volume = value;" >
  </PLAYBUTTON>
</VIEW>
</THEME>

skin.js
function EnablePlayButton ()
{
  play.enabled = (player.playState != wmppsPlaying) &&
    (player.openState == wmposMediaOpen);
}

```

*Fig. 21*

```
<THEME>
<VIEW>
  <PLAYBUTTON
    image="play.bmp"
    disabledImage="play_disabled.bmp"
    enabled="wmpenabled:player.controls.play();" >
  </PLAYBUTTON>
</VIEW>
</THEME>
```

Fig. 22

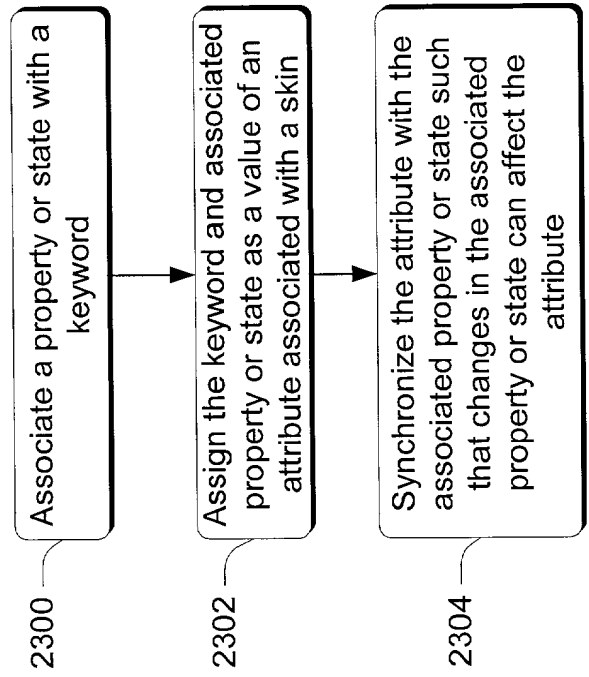


Fig. 23

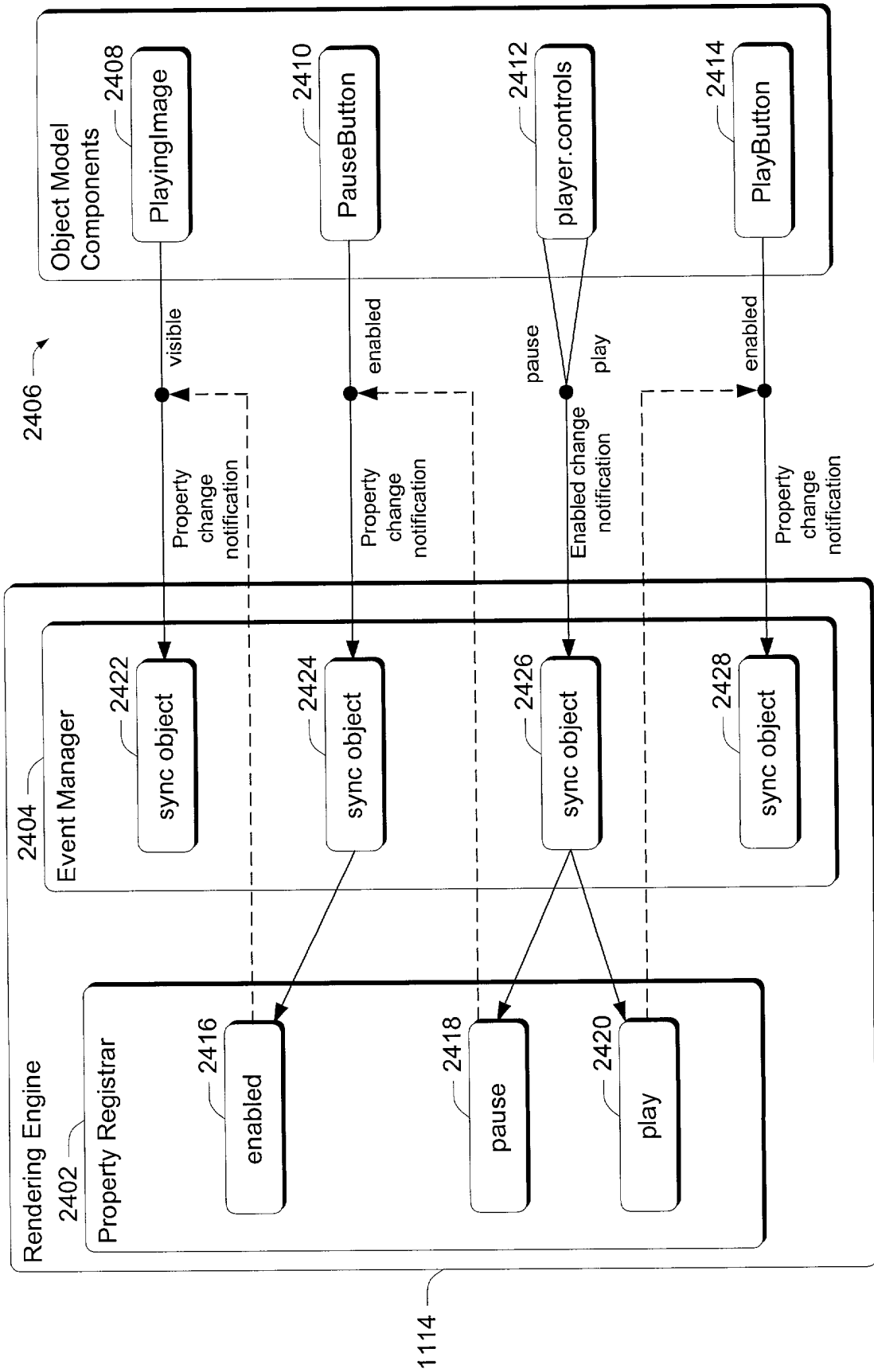
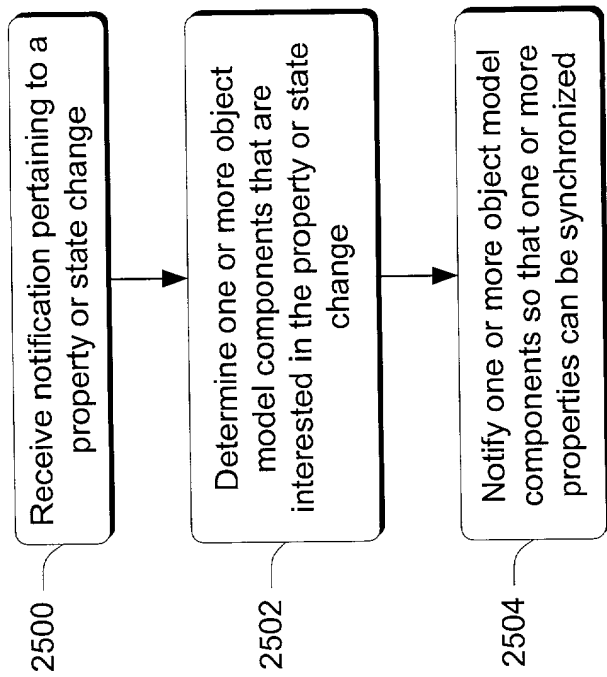


Fig. 24

*Fig. 25*